ANDROID™ NETRUNNER™
THE CARD GAME

INTERVENTION

"You have been sold a lie of prosperity, growth, and wealth, a phantasm of a happy world that is more fragile than you could believe. All it will take is a single spark, and it will all go up in flames."
– Omar Keung, the Flashpoint

NEW CONCEPTS

The *Flashpoint Cycle* introduces two new concepts: Ice and Operations with trash costs, and the "Terminal" subtype. These rules explain how these concepts function, and should be treated as an addition to the rulebook in the *Android Netrunner: The Card Game* Core Set.

ICE AND OPERATIONS WITH A TRASH COST

When the Runner accesses a piece of ice or operation card with a trash cost, he or she may pay that cost to trash that card as they would normally trash an asset or upgrade. Encountering an installed piece of ice does not allow you to trash it by paying that ICE's trash cost; you may only trash it if the ICE is accessed while it is not installed.

NEW SUBTYPE: TERMINAL

During your actions phase, as a standard player action you may play a **Terminal** operation the same way you would play any other operation. Doing so, however, immediately ends the Corporation's action phase once the card has resolved. The Corp player loses any unspent ⓒ and then play proceeds to the Corporation's discard phase.

INTERVENTION

"It's called the 'Water Tower Massacre,' boys and girls." Images pulsed up, filling the feed: armored prisec troopers, masked protestors, guns firing, corpses. "So, it goes down like this: corps spend four days cloak-and-daggering each other after the Twenty-Three Seconds, economy is in free fall not just in New Angeles but worldswide. Argus hits HB and kidnaps—sorry, 'rescues'—Carlos Syomin, killing people on the way. Now the corps are shooting each other. The Network goes dark. You're reading me on good old fashioned pirate "radio." Yarrr!"

Smoke let the feed flicker back to her face, crooking one finger like a pirate's hook, and winked at the cam. It was a little weird, adapting her show for twodee, but that was what the current WANET setup could handle, so there it was. She flicked back to the massacre footage, letting the still images linger, letting them pan.

"The corps lock down the arks, and suddenly they're running on only the food and water they've got. Most of the arks have their own ag and water-purification plants, but some don't, so the corps snatch up the water plants all throughout the city. José and Lupe in the street object, and well…" Gunfire. Screams. Live footage of prisec gunning down civilians in the streets.

"I didn't take this footage, boys and girls, because I wasn't there and because I'm allergic to bullets. The suicidal bravery of civvy-journos like you is what allows this feed to come to you, live, unfiltered and uncensored." She let her cam take over the feed again and put on her serious talk face. "What you're seeing here is illegal. It's nothing less than an act of war, perpetrated by the corps against the people of New Angeles. So, where are our protectors? Where is the NAPD?" She called up the latest piece of footage to reach her via the sneaker net.

"This is from Beth Kilrain-Chang, which is a name you've heard before if you're watching this feed." Grainy footage, enhanced to the limit, showed a group of NAPD patrol officers marching through the undercity of Guayaquil. "According to BKC, this NAPD patrol was responding to a complaint of unlawful eviction. Prisec forces had seized a hab-block and turned it into a headquarters or something, displacing the families that lived there." The officers approached a riot barricade. Several prisec troopers bearing no badge stood there, blocking their progress. "The audio is scragged, here, BKC's mic couldn't resolve at that range. The NAPD officers were attempting to negotiate with the prisec guys, get them to go home and give the hab back, basically." The image zoomed in even further on the lead cop, pixelating and scattering. Smoke could have had her system clean it up, extrapolate and smooth it all out. But she liked it grainy; it made it feel more real. "And here's the senior officer trying to arrest these war criminals." The audio spiked, a gunshot, and the cam zoomed way out. The cops were surrounded, scrambling for cover, picked apart by gunfire. "And we've got another massacre to put on the corps, but this time it's not civilians they're gunning down, it's the fragging NAPD."

Smoke flicked back to her own face, projecting Kilrain-Chang's footage up against her and the drop cloth backdrop, letting it light her up and paint her with carnage. "So, that's it for our protectors, poor bastards. I'm getting reports that they've pulled back, abandoned entire districts. If you're not with a corp, and you need protection. Your options now are the Templars of the Starlight Crusade and some of the less drug-addled streetbanger outfits." She scooped up her vapor cig and flourished it up to her lips. "I don't know where we go from here, boys and girls. It's hard to imagine how it could get worse. But I think it will."

Credits

Original Game Design: Richard Garfield

Android: Netrunner Game Development: Lukas Litzsinger

Expansion Design and Development: Damon Stone with Erik Dahlman and Lukas Litzsinger

Android Universe created by: Kevin Wilson with Daniel Lovat Clark

Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, Katrina Ostrander, and Zoë Robinson

Insert Fiction: Daniel Lovat Clark

Editing: Jacob Morris and Nick Sephton with Katrina Ostrander

Android: Netrunner Graphic Design: Michael Silsby with Chris Beck, Shaun Boyke, Dallas Mehlhoff, Andrew Navaro, and Evan Simonet

Expansion Graphic Design: Mercedes Opheim with Monica Helland, Chris Hosch, and Duane Nichols

Graphic Design Manager: Brian Schomburg

Cover Art: Liiga Smilshkalne

Art Direction: Zoë Robinson

Managing Art Director: Andy Christensen

Producer: Erik Dahlman

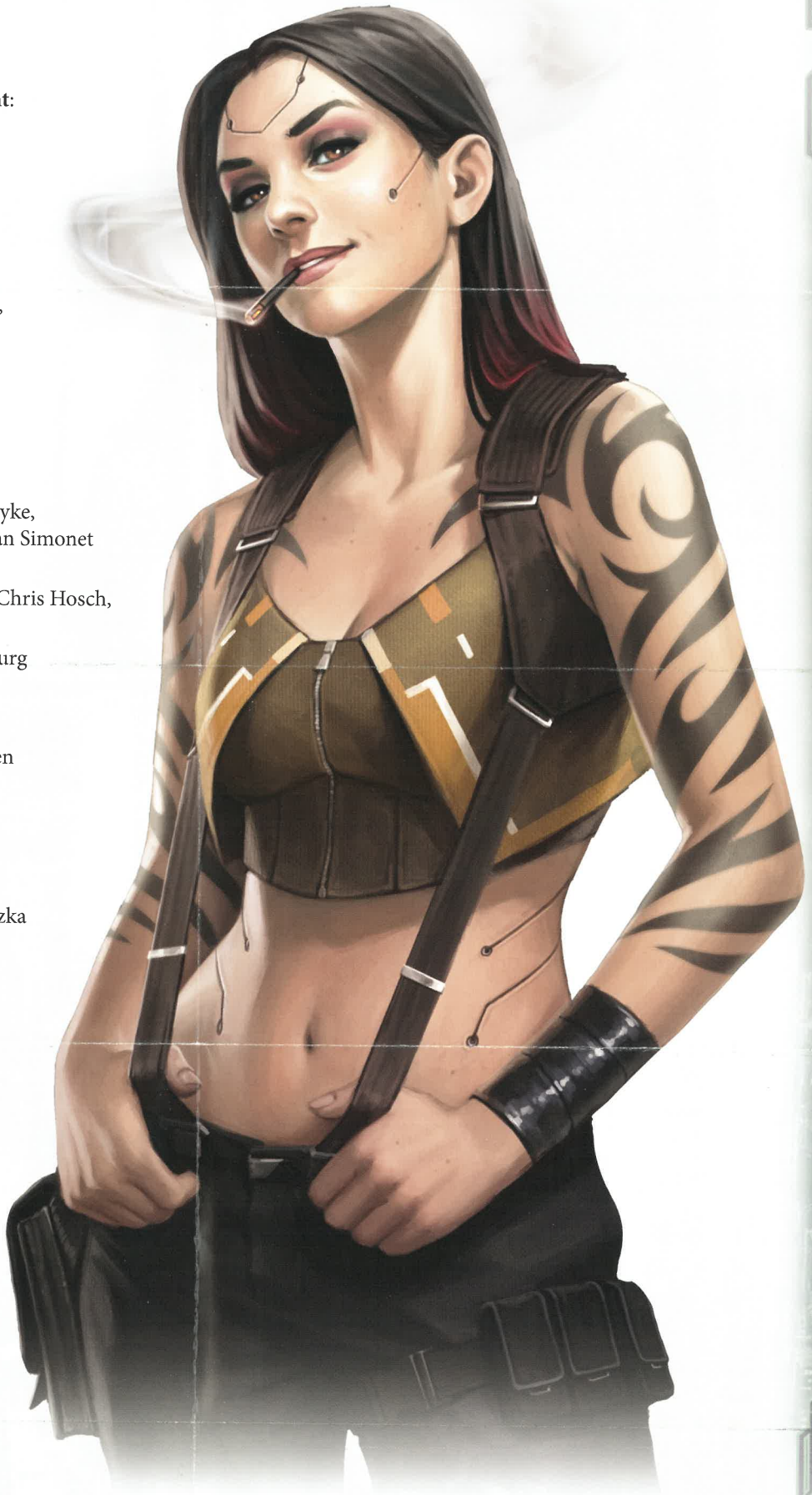
Production Management: Megan Duehn and Simone Elliott

LCG Manager: Chris Gerber

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen



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Intervention